

Title: The Morgaz Machine 1

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*The front cover is
decorated with the image
of an ouroboros
surrounding a gear*

This machine is designed
as a fleshcrafter training
system. It utilizes physical
and elemental forces to
attempt to destroy the
fleshcrafter, but will stop
once the fleshcrafter is
overwhelmed and inject

them with anti-torporing
enhanced blood. The use
of this machine by
non-fleshcrafters or
novices will result in
utter destruction. It is
not a torture machine
and should not be used

as such, it will destroy
the victim within seconds.
For a proper torture
machine please consult
myself or another
technomancer.

*A labeled drawing of
the whole machine, with
numbered lines pointing to
specific parts*

1 - elemental control unit
2 - reaction controller
3 - central body chassis

3a - barrage system
3b - arcana
observance system
3c - engine unit and
arm motion system
4 - emotive projection
drive

5 - diligence conversion

drive

6 - chemical delivery

system

1 - Elemental control
unit

*A drawing of a long
device with a series of
labeled power crystals on
it, and rows of arcane
gems*

The elemental control unit
is used to send out
bursts of raw energy, as
well as cast spells onto
the fleshcrafter. The
power crystals contain
each of the basic four
elemental energies which

can be sent out in their
raw form, or drawn from
by the arcane gems with
spell casting. Each arcane
gem contains
instructioning for a single
spell, this particular
device is designed to hold

32 arcane gems but could
be expanded upon if more
spells are required. The
elemental control unit is
called from the reaction
controller (2), and
returns the requested
spell or raw energy. From

there, it is sent to the
arcana-observance system
(3b). The controlling gems
for this device are
numbered 1 and 2 on the
diagram, and handle
interaction with the
reaction controller (2).

*Lines of instructioning
for the controlling gems,
and then for the spell
gems*

2 - Reaction controller

*A drawing of a cluster

of arcane gems with several wires coming from them, arrows pointing and numbering each gem*

This device is connected to the arcana-observance system(3b), it monitors the fleshcrafter's actions to determine how to change its assaults if the fleshcrafter has created a defense. It also

executes random assaults to prevent the machine from becoming predictable. It monitors recovery time from assaults and stores effective combinations to use again. The second purpose of the system is

to monitor the fleshcrafter's blood levels, reaction time, and movement in a way to determine if it has been defeated or not. It is absolutely the most vital system in the machine to

create properly, as otherwise the machine may destroy the fleshcrafter using it.

More drawings of the controller from different angles, and cross sections

An entire page in small writing dedicated to the gem instructioning for each of the arcane gems in the cluster

3 - Central Body
Chassis and its components

*A full page drawing of the chassis and its

related parts*

The body chassis is where the fleshcrafter places itself to use the machine. The four sides will close tightly around it, the offensive implements pressing into the fleshcrafter.

NOTE: THIS PART ALONE
WILL KILL ANY
NON-FLESHCRAFTER
PLACED INTO THE
MACHINE. IT IS NOT A
TORTURE DEVICE, THE
DEATH WILL BE NEARLY
INSTANT AND PAINLESS

AND THE RESULT WILL
BE A DIFFICULT TO
CLEAN MESS.

This section details the three major components attached to the chassis: The barrage system, the arcana-observance system,

and the engine system. When constructing the metal components, ensure highly durable metals are used to withstand high pressure. Also consider which, if any, acids will be used by the machine,

and ensure the metals used will not react with them.

3a - The barrage system.

Drawings of circle saws, curve-thorned circle rasps, and various bladed saws, some having additional raspy barbs along the sides

The barrage system is designed to be highly durable and cause maximum flesh and bone damage. As long as it is connected to the engine(3c), its components

will run. The reaction

controller(2) handles turning the barrage parts on and off.

3b - The arcana-observance system
Drawings of the various needles, picks, and jabbing instruments attached to the chassis, each one labeled

Elemental pick, elemental pin: Used for transferring magic and energy into the fleshcrafter.

Injectory pick: Used to inject chemicals during testing, including mind altering drugs and

corrosives.

Barbed piercer: Highly durable, is designed to pierce chitin and shell and cause maximum damage to the surrounding flesh after doing so.

Drawings of cross sections of each part

Each pick and needle contains crystals written to monitor fleshcrafter status. This serves to determine what defensive maneuver the fleshcrafter

is taking and counter it, as well as allow the machine to recognize when the fleshcrafter is defeated.

Lines of gem instructioning for the monitoring crystals

3c - Engine system

This is the system that moves 3a and 3b. It requires little instructioning, the reaction controller turns each arm on and off as necessary.

*A drawing of of a device with several power crystals attached, several pistons and modulator gems around the sides of the power crystals. Gears, belts, and chains come off the sides of

the machine, connecting with the chassis arms*